WAVE RUNNER

Software User Manual

Version 1.0

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By using this product, or allowing anyone else to do so, you are accepting this agreement.**

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4. Term
This agreement is effective from the date you open this package, and will remain in full force until termination. This agreement will terminate if you break any of the terms or conditions of this agreement. Upon termination you agree to destroy and return to UVI all copies of this product and accompanying documentation.

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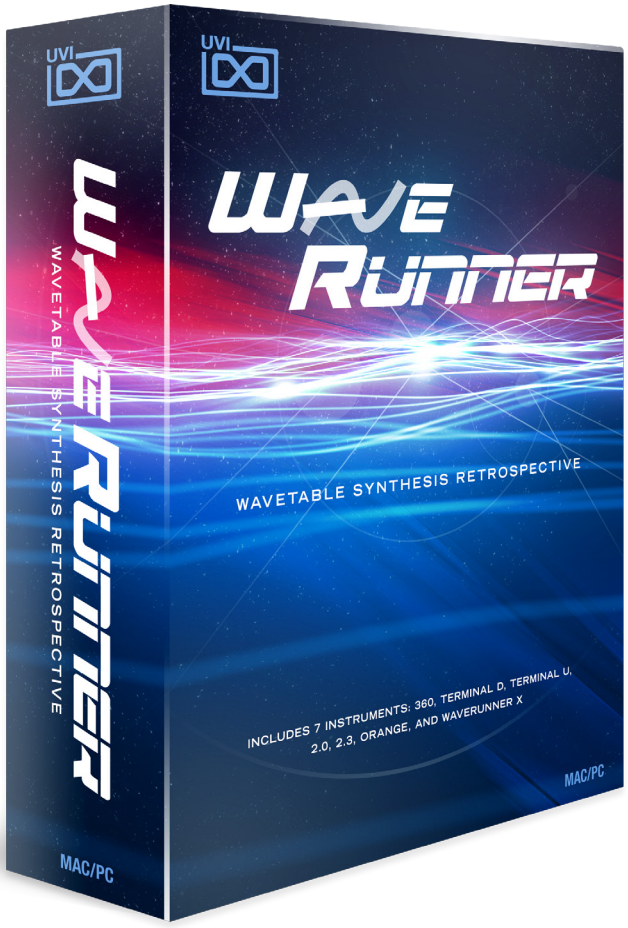
Introduction



WaveRunner
Wavetable Synthesis Retrospective

A multitude of synths, drum machines and rare prototypes of esteemed German heritage come together in this massive and unparalleled retrospective. WaveRunner presents you with a wondrous collection of authentic and fascinating sounds from over 30 years of wavetable synthesis. Everything from the raw and strident origins to the wild evolving tones of more modern, full-featured machines. Each system addressed was serviced, meticulously multi-sampled and artfully designed into 7 unique hybrid instruments driven by over 30,000 samples. Both a historical archive of sound and a collection of new and unique instruments with hundreds of presets and limitless sound design potential, WaveRunner is a suite not to be missed.

WaveRunner includes 7 instruments:

WaveRunner 360
Based on a very old and quite rare machine, WaveRunner 360 delivers a raw and lo-fi sound. Explore the origins of wavetable synthesis and let loose with ripping vintage timbres.

WaveRunner Terminal D
Including sounds from vintage prototype drum modules, synths and modern rack drum synths, Terminal D is an uncompromising drum machine with an impressive range of sounds and easy to use interface.

WaveRunner Terminal U
Built on a generous collection of sounds from the entire range, Terminal U is a powerful and dynamic multitrack phrase sequencer capable of generating everything from tight rhythmic chains to wild and evolving passages.

WaveRunner 2.0
Based on the original German blue, WaveRunner 2.0 delivers an uncommonly warm and vintage tone from an often overlooked classic known for its amazing analog filter.

WaveRunner 2.3
Similar to the 2.0 but with a distinctly different flavor, WaveRunner 2.3 is built on the upgraded German classic and its loquacious programming pal.

WaveRunner Orange
Based on the modern flagship wavetable synthesizers famed in the '90's and '00s, WaveRunner Orange delivers the modern sound of wavetable synthesis covering the gamut from lush bells to violent and evolving tones.

WaveRunner X
An extraordinary collection of raw waves harvested from the entire range of machines come together in this fresh and powerful dual-layer subtractive synth; capable of deep, modulating ambiances, brutal basses and uncanny leads.

Now lets get started!

System Requirements

Compatibility

Audio Units, VST, MAS, AAX, RTAS or standalone

UVI Workstation 2.5.2 or higher

Minimum System Requirements

- Intel CPU
- 4 GB of RAM (8 GB+ recommended)
- 17 GB of disk space
- Mac OS X 10.7 or higher
- iLok account (free, dongle not required)

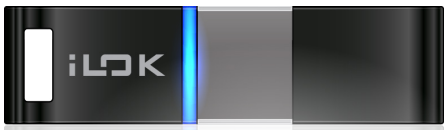
Compatibility

VST, AAX, RTAS or standalone

UVI Workstation 2.5.2 or higher

Minimum System Requirements

- Core Duo or faster
- 4 GB of RAM (8 GB+ recommended)
- 17 GB of disk space
- Windows 7 or higher
- iLok account (free, dongle not required)



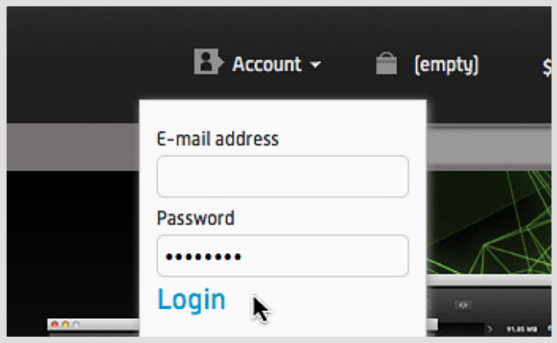
Authorize the Way You Want

Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.
License management is a simple drag-and-drop process done through iLok License Manager.
Visit ilok.com/ to download iLok License Manager and create your free account.

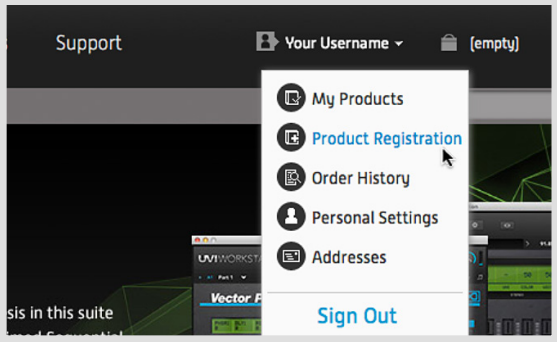
Step 1 Register Your Serial Number

- You must have an account on uvi.net/ and ilok.com/ prior to registration
- If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
- You can see a list of the products you've registered and their serial numbers anytime at uvi.net/my-products

1. Login to your account on uvi.net/

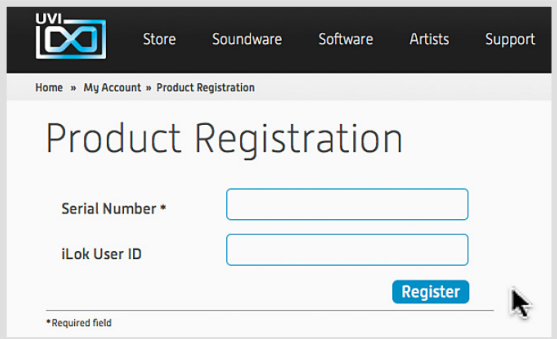


2. Navigate to the 'Product Registration' page



3. Enter your details and click 'Register'

   Upon completion a new license will be deposited in your iLok account

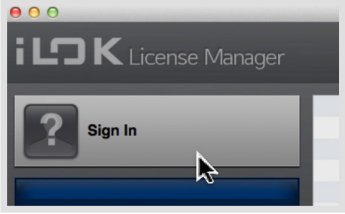


Step 2 Activate Your License

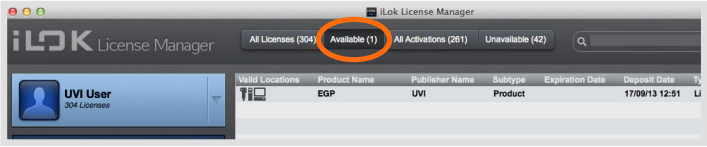
- iLok License Manager is required for activation, download the newest version at ilok.com/ilm.html
- Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
- Activations can be moved between devices at anytime

1. Launch iLok License Manager

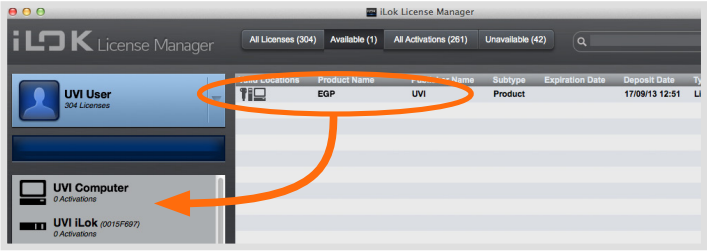
2. Login to your account



3. Click the 'Available' tab

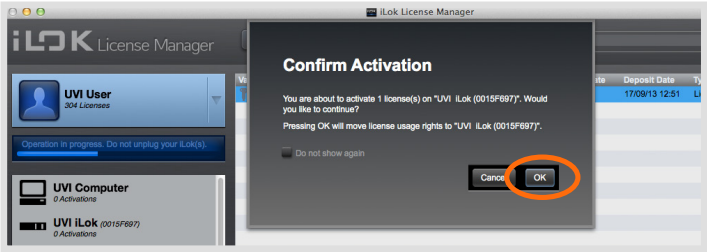


4. Drag the license to your computer or an iLok dongle



5. Click 'Ok' to confirm the activation

   The process is complete, your device is now authorized



» To see how many authorizations you have left simply select the license and click 'Show Details'

» To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

Step 3 Install Your Instrument

- UVI Instruments can be stored anywhere on your system
- Storing your instruments on a fast drive will improve performance
- Your instruments can be downloaded at any time from uvi.net/my-products

1. Create a folder on your computer and place your UVI Instruments in it
   Once this is done we need to tell UVI Workstation where to find your instruments.
   We do this by creating a watch folder, follow the steps below to create your own:

2. Open UVI Workstation

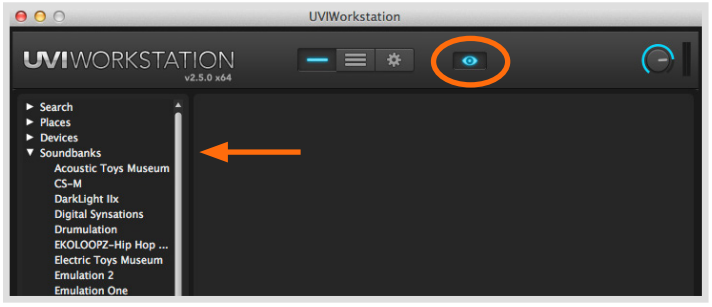
3. Click the Settings page

4. Click the 'Sound Banks' tab

5. Click the '...' button and select the folder where you've placed your instruments

6. Restart UVI Workstation and open the Browser

   Your instruments will be available under the 'Soundbanks' tab

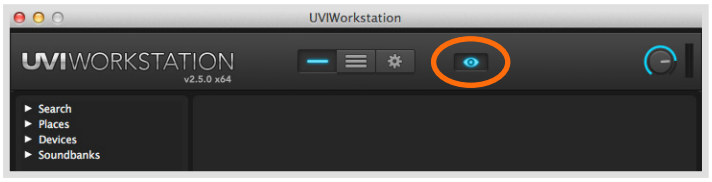


Step 4 Load Your Instrument

- UVI Workstation is required to run UVI Instruments
- The newest version of UVI Workstation can be downloaded free at uvi.net/downloads
- UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice

1. Open UVI Workstation

2. Click the Browser icon



3. Open the Sound Banks tab

4. Select a product, in this example we'll choose Vector Pro, then select an instrument and patch

   Double-click the patch to load it

5. The UI appears and you're ready to jam!

WaveRunner 360 - Edit Page

1 Page

» **Edit/Mod**
Sets current page to [EDIT] or [MOD]

2 Amplitude

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Amplitude section

» **Velocity > Attack**
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.

» **Velocity Sensitivity**
Adjust the Velocity > Amp sensitivity

3 Filter

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Filter section

» **Cutoff**
Filter cutoff frequency

» **Resonance**
Adjust the resonance (Q) of the Filter

» **Type**
Choose Filter mode; High Pass, Band Pass, or Low Pass

» **Depth**
Modifies the amount of ADSR envelope to be applied to the Filter

» **Velocity Sensitivity**
Adjust the Velocity > Filter sensitivity

4 Pitch

» **Depth**
Sets the Portamento depth in Poly Mode

» **Time**
Sets the Glide time (in both Mono + Poly)

5 Stereo

» **Mode**
Off / Alternate Pan / Unison

» **Color**
Shifts color based on adjacent samples

» **Spread**
Change the stereo width

» **Detune**
UNI Mode Only: detunes layers

6 Sub Oscillator

» **Type/Amount**
Choose Clean or Dirty signal and the amount to be applied

7 Drive

» **Power/Amount**

8 Effects

» **Power/Amount**
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

9 Mono / Arp Toggle

» **Mono**
Toggle between Mono and Poly voicing

» **Arp**
Toggle the Arpeggiator On/Off

10 Modwheel

» **Power/Amount**
Easily route your controllers Modwheel to control common parameters

WaveRunner 360 - Mod Page

LFO

1 Sync
Enable/Disable LFO sync to Host Tempo

2 Waveforms
Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

3 LFO Controls
» **Speed**
Change the LFO Speed
» **EG Depth**
Adjusts the amount of Attack and Decay to be applied to the LFO
» **Attack**
Attack time for the Speed envelope
» **Decay**
Decay time for the Speed envelope

4 Mod Routing
Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

Step Modulator

5 Steps + Resolution
» **Steps**
Change the amount of steps for the sequencer to play
» **Resolution**
Change the sequencers step length

6 Step Sequencer
Interactive editor for programming sequenced modulations; bar height equals mod amount

7 Sequencer Controls
» **Delay**
Delay time to activate first step
» **Rise**
Time to activate step with a smooth transition
» **Smooth**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

8 Mod Routing
Control the amounts of modulation to be applied to various parameters including; Volume and Filter

WaveRunner 360 - Preset List

Presets

Bass:
Bubble Bass
Funky Tuba
PPgiator B
Smart Bass
Stereoide
Subphonix
Wheel D Step

Bells and More:
Beauty for Baby
Cosmic Bells
Gong to Bell
Guitar Bells
High Bells
Hybrid Mallet
Isabell
Kenneth Bells
Rabbit Bells
Scan Dreams
So Pretty
Vibrant Bells
Wide Bells

FX and More:
Cave Rising
Detuned Pad
LFO Maniac
Mono Casper
Pitchaphonix
Pro Analog Bubbles
Son of a Witch
WR360 Suspension

Keys:
Analog Piano
Beauty Road
Creamy Keys
Digital P
Ensemble Tines
Fat Full Organ
Final Keys
Grand 360 Piano
Guitar Keys
Hybrid Keyboard
Jazz Attack
Keynalog
On the Road again
Philinostalgia
Reed Electric
Short Electric Piano
Stratoslog
Wavish Keys

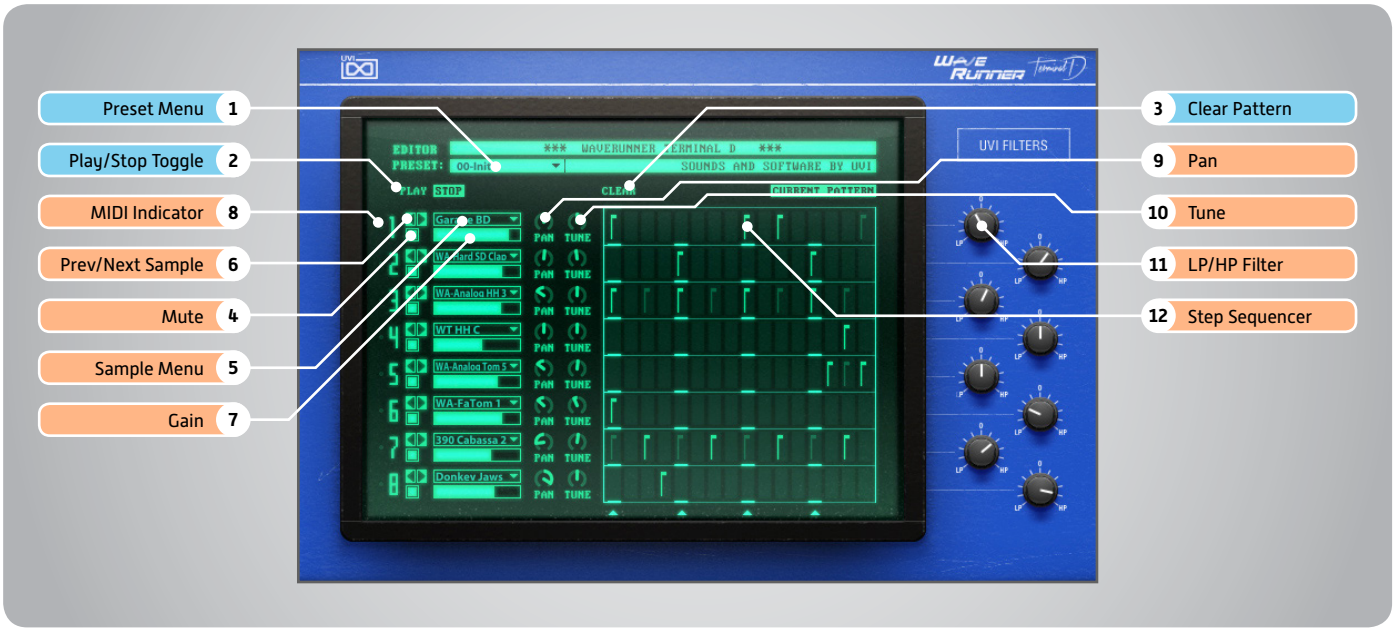
Leads:
Analog Miles
Chroma Zone
DynamiNation
Frantic Lead
PicoSolo
Scissor Lead
Scream Organic
Solophonix
Space Clarinet
Syncmulation
WaveRunner Lead 360

Pads:
Almost Choirs
ElectrOrganic
Equinox
Flute Synsations
Jack Phaso
Phasync Sphere
Polymorphing
RS306 Parawavonic
Sean Michael Jar
Slow Gate
Slow Vintage Brass
Solinaxx
Strings Machine
Vibrations
Vocaloid
Wave Browser
Wavescanner
Wheel Interferences

Poly and Brass:
Analog Warm Brass
Fun Table
Hybrid Machine
Kenneth Club Stab
Layer Brass
Linear Brass
Little Brassy
Poly Clav
Poly Ken
Smart Poly
Thrilling
Wha Wheel Me

Raw Factory:
00-Dual Running Waves
01-Road Bellish
02-Pure Bell
03-Indie Scanning
04-Basic Waves
05-360 Brass
06-Digital Orchestra
07-Composite Brass
08-Electric Piano
09-Acoustic Piano Like
10-Vintage Stack
11-Harpsichord
12-Analog Stab
13-Synth Organ
14-Uncle Ytonk
15-Pure Perfect G
16-Table Wurli
17-Simple Bells
18-The Big One
19-Horror Train
20-Gospel Brunch
21-Vox Populi
22-Sweepery
23-Strings in a Box
24-Magic Choir
25-Pretty Thin
26-Soft Organ
27-Full Organ
28-Medium Organ
29-Marimba Like

WaveRunner Terminal D



Global Controls

Modulation Controls:

Pitch Bend » 2 Octave Range

ModWheel » BitCrusher

Parts:

Track Allocation

1 + 2 - Bass / Snare / Clap / Rim

3 + 4 - HiHats / Cymbals

5 + 6 - Toms

7 + 8 - Percussion

Track Mapping

1: C1	2: D1
3: F#1	4: A#1
5: F1	6: G1
7: C#1	8: D#1

1 Preset Menu

Select from custom Kit + Pattern presets

2 Play / Stop Toggle

Controls the pattern sequencer

3 Clear Pattern

Clears the pattern sequencer

Track Controls

5 Mute

On/Off button to mute the track

5 Sample Menu

Change the tracks sample; choose from a large number of included sounds

6 Prev/Next Sample

Loads the previous or next sample from the sound library

7 Gain

Set the tracks Gain

8 MIDI Indicator

Activates when there is MIDI activity on the tracks corresponding note

9 Pan

Set the tracks Pan

10 Tune

Set the tracks Pitch

11 LP/HP Filter

A combination LP/HP filter; full LP on the left, full HP on the right, center is neutral (no effect)

12 Step Sequencer

16-step sequencer; click to change between values of full velocity, half velocity, and no velocity (blank)

WaveRunner Terminal D - Preset List

Presets (Kits+Patterns)

01-German Fiesta Paste
02-Hamster Dam 05-So Eighties
03-Tribalistic 06-Industrial
04-Copy and 07-One Again
08-Timberland
09-Extatic
10-Steady Beat
11-New School
12-Video Game
13-Numbering
14-Busy Busy
15-Drum So Kit
16-Makossa
17-Attitude
18-Wazza
19-Ricota Floor
20-House Beat
21-Laundromatic

Sounds

BD:
390 BD 1
390 Gated BD
390 Soft BD
Cameo BD
Cheap BD
Garage BD
Gated One
Gated Two
Harsh BD
HDU BD
Industrial
Noisy Real
Obese BD
Phil Gate
Power BD
Smash BD
Smash Low
Steady BD
Thin Gated
Usai BD 1
Usai BD 2
WA-8Bit BD
WA-8Bit Hard BD
WA-808 BD
WA-808 Long BD
WA-909 BD 3
WA-909 BD1
WA-909 BD2
WA-Acous BD
WA-Analog 1
WA-Analog 2
WA-BeatBox
WA-BrainStorm 1
WA-BrainStorm 2
WA-BrainStorm 3
WA-Cheesy Long
WA-Def BD
WA-Fat BD
WA-Hot BD
WA-House High
WA-Short BD
WA-Steady One
WA-Urban BD
WA-Zap 1
WA-Zap 2

SD/Clap/Rim:
BD SD
Clap1
Clap2
Electro SD
Flat SD
Funky SD
Gated Elec
Granular SD
HP SD
In Your Face
Industrial
James SD
Large SD
Long Brushed
Long SD
Obese SD 1
Obese SD 2
Obese SD 3
Phil is Back
Picollo SD
Power SD 1
Power SD 2
Rim Shot
SD Bender
SD Rim
Simmons SD Tom
Smash
Thin Acoustic
Tube SD
Very Thin
WA Acoustic 1
WA Acoustic 2
WA Acoustic 3
WA Acoustic 4
WA-8Bit Low SD
WA-8Bit Rim
WA-808 Clap 1
WA-808 Clap 2
WA-808 SD 1
WA-808 SD 2
WA-909 Clap 1
WA-909 Clap 2
WA-909 Rim
WA-909 SD 1
WA-909 SD 2
WA-909 SD 3
WA-Analog Rim
WA-Analog SD 1
WA-Analog SD 2
WA-BB Clap 1
WA-BB Clap 2
WA-BeatBox Low
WA-BrainClap 1
WA-BrainClap 2
WA-BrainClap 3
WA-Came SD
WA-Clap Analog
WA-Clap Clean
WA-Clap FX
WA-Clap Sharp
Long
WA-CR78
WA-D SD
WA-ElectroFX 1
WA-ElectroFX 2
WA-Fatty
WA-FX SD
WA-Hard Clap
WA-Hard Rim
WA-Hard SD Clap
WA-Hard SD
WA-HipHop Clap
WA-HipHop SD
WA-HouseAttack
WA-Long Analog
WA-Phat SD
WA-SD Low Res
WA-Short Acoustic
WA-Simmons SD
WA-Ultra Short SD

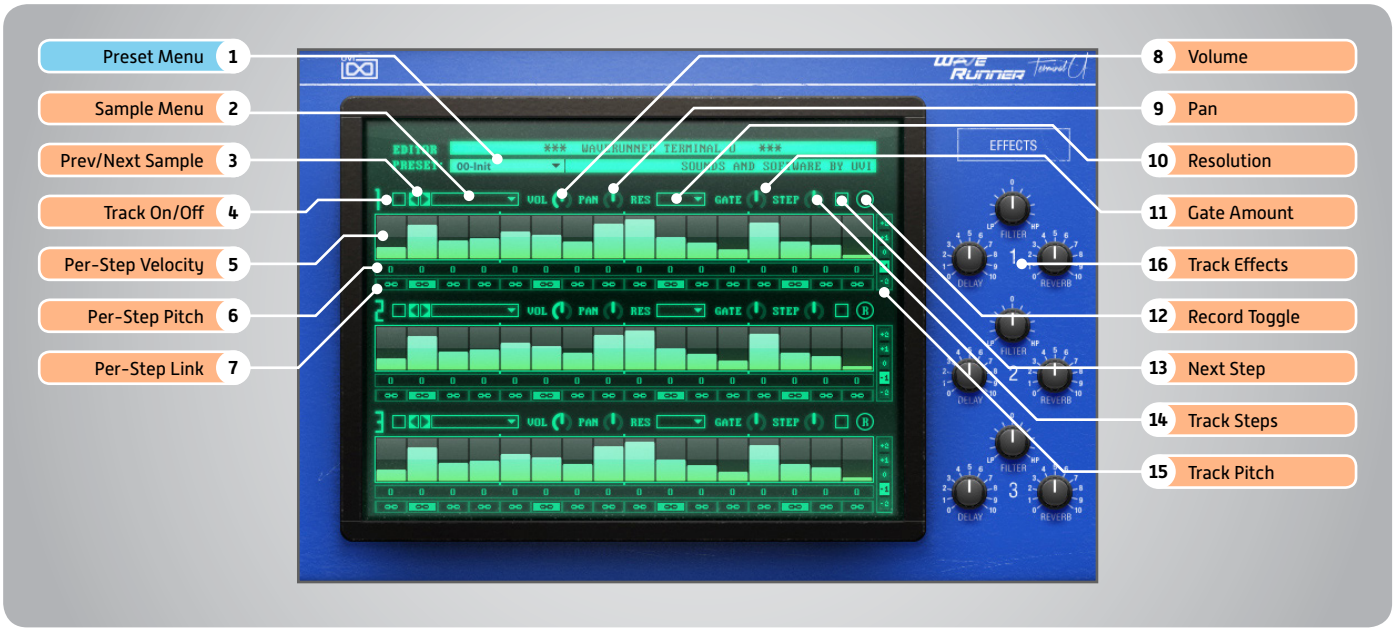
Cymbals:
Crash 1
Crash 2
Gong 1
Gong 2
Gong 3
Gong 4
Gong 5
Ride 1
Ride 2
Ride 3
Ride 4
Spercs
Thunder 1
Thunder 2
WA-8Bit Ride
WA-808 Ride 1
WA-808 Ride 2
WA-808 Ride 3
WA-909 Crash FX
WA-909 Crash
WA-Ac China
WA-Ac Crash
WA-Cheesy 1
WA-Cheesy 2
WA-Cheesy 3
WA-CR78 Crash
WA-Fat Crash
WA-Fat Splash
WA-Future Crash
WA-Future Ride
WA-FX Crash
WA-Hard China
WA-Hard Crash
WA-Long Crash

Hi Hats:
390 HH 1
390 HH 2
Term HH C
Term HH O
WA-8Bit HH
WA-808 HH
WA-909 HH 1
WA-909 HH 2
WA-909 HH 3
WA-Ac HH 1
WA-Ac HH 2
WA-Ac HH 3
WA-Ac HH 4
WA-Analog HH 1
WA-Analog HH 2
WA-Analog HH 3
WA-Analog HH O 1
WA-Analog HH O 2
WA-BBox HH 1
WA-BBox HH 2
WA-BBox HH 3
WA-Brain HH 1
WA-Brain HH 2
WA-Brain HH 3
WA-CR78 HH 1
WA-CR78 HH 2
WA-Fat HH 1
WA-Fat HH 2
WA-Fat HH 3
WA-Future HH 1
WA-Future HH 2
WA-FX HH
WA-Hard HH 1
WA-Hard HH 2
WA-Hard HH 3
WA-House HH 1
WA-House HH 2
WA-Rack HH C
WA-Rack HH O
WA-Urban HH C 1
WA-Urban HH C 2
WA-Urban HH O
WT HH C
WT HH O

Toms:
390 Tom 1
390 Tom 2
ETom 1
ETom 2
ETom 3
ETommy
Noise Tom
Rock Tom
Simmons 1
Simmons 2
Timpani 1
Timpani 2
Timpani 3
Timpani 4
Tom 1
Tom 2
Tom SD
Tom Siren
Tom Whistle
WA-808 Tom 1
WA-808 Tom 2
WA-909 Tom
WA-Ac Tom 1
WA-Ac Tom 2
WA-Acous Tom 1
WA-Acous Tom 2
WA-Analog Tom 1
WA-Analog Tom 2
WA-Analog Tom 3
WA-Analog Tom 4
WA-Analog Tom 5
WA-Analog Tom 6
WA-BeatBox Tom
WA-BrainsTom 1
WA-BrainsTom 2
WA-Cheesy Tom 1
WA-Cheesy Tom 2
WA-Cheesy Tom 3
WA-Cheesy Tom 4
WA-CR78 Tom 1
WA-CR78 Tom 2
WA-Demo Tom 1
WA-Demo Tom 2
WA-Demo Tom 3
WA-FaTom 1
WA-FaTom 2
WA-Hard Tom 1
WA-Hard Tom 2
WA-Hard Tom 3
WA-HipHop Tom 1
WA-HipHop Tom 2
WA-HipHop Tom 3
WA-House Tom 1
WA-House Tom 2
WA-House Tom 3

Percussions:
390 Cabassa 1
390 Cabassa 2
390 Power Off
Bamboo1
Bamboo2
Big Wood 1
Big Wood 2
Block 1
Block 2
Bongo 1
Bongo 2
Bongo 3
Brazil Drums 1
Brazil Drums 2
Cabasa
Cajon 1
Cajon 2
Chimes
Conga 1
Conga 2
CowBell
Donkey Jaws
DrumWater 1
DrumWater 2
DrumWater 3
Gong
Guiro 1
Guiro 2
Guiro Voice
One Again
PercDrum 1
PercDrum 2
PercDrum 3
Shaker 1
Shaker 2
Shaker 3
Shaker 4
Shaker 5
Steel 1
Steel 2
Tabla 1
Tabla 2
Tabla 3
Tambourine 1
Tambourine 2
Triangle
WA-8Bit Perc 1
WA-8Bit Perc 2
WA-8Bit Perc 3
WA-8Bit Perc 4
WA-8Bit Perc 5
WA-8Bit Perc 6
WA-808 Perc
WA-Analog Conga
WA-Analog Guiro
WA-Analog Perc
WA-Analog Riding
WA-Analog Stick
WA-Analog Tamb
WA-Analog
Triangle
WA-Beast Who Fly
WA-Cheesy Tamb
WA-CR78 Clav
WA-CR78 Conga
WA-CR78 Tamb
WA-Elec HH
WA-Future Clave
WA-Future Scratch
WA-Future Zap 1
WA-Future Zap 2
WA-FX Long
WA-Perc InHarm
WA-Scratchos
WA-Space Cowbell
WA-Tambelec
WaterD 1
WaterD 2
WaterD 3
WoodBlock 1
WoodBlock 2
WoodDrum 1
WoodDrum 2
WoodDrum 3

WaveRunner Terminal U



Global Controls

Modulation Controls:
Pitch Bend » 1 Octave Range
ModWheel » BitCrusher

1 Preset Menu
Load global patches with preset samples and sequences

Track Controls

2 Sample Menu
Browse and select samples from the included sound library

3 Prev / Next Sample
Loads the previous or next sample from the sound library

4 Track On/Off
Toggle button to enable / disable the corresponding track

5 Per-Step Velocity
Use the multi-step sequencer to program Velocity changes

6 Per-Step Pitch
Adjust the Pitch of each step in Semitones

7 Link
When active, step inherets Velocity from the previous step

8 Volume
Adjust the track Volume

9 Pan
Adjust the track Pan

10 Resolution
Change the step length

11 Gate Amount
Change the step length (knob value ranges from 0 to the Resolution setting)

12 Record Toggle
Record a phrase on your MIDI keyboard

13 Next Step
Adds a blank step to the phrase at the current step location

14 Track Steps
Sets the number of steps to playback

15 Track Pitch
Change the pitch of the track in Octaves (-2 to +2)

16 Track Effects
Set the desired amount to each of the preset effects, including; LP/HP Combo Filter, Delay, and Reverb (additional controls available on the Effects page of UVIWS or MF)

WaveRunner Terminal U - Preset List

Presets (Instruments+Patterns)

Boss Fight
Carpet Bomber
Charter
Chordomatic
Clock Tease
Costa Del Sol
Dramatic Terminal
Frozen Ambiance
German Jazz
Glass Robin
Gnomon
Ivana Run
Jack
Loki's Adage
Mainframe
Mana Prism
Mutation
Poly Drummer
Puzzling
Rister
Shadow Universe
Sneaker
Star Dancing
Sunken Palace
Touring
Track n Play
Trapezoid
Unholy Power
Wave Drummer

Sounds

Bass:
BS - 5Bass
BS - Bowed
BS - Chunk
BS - Cracked
BS - EBass 1
BS - EBass 2
BS - EBass 3
BS - EBass 4
BS - FM Bass
BS - Harsh
BS - JarreBass
BS - Long PWM
BS - PhatSync
BS - Planet
BS - Plucked
BS - PolyWave
BS - Powering
BS - PulseBass
BS - Reso Bass
BS - Short Nose

Bells:
BL - Glass 1
BL - Glass 2
BL - Glass 3
BL - Glocken 1
BL - Glocken 2
BL - Glocken Cello
BL - LaBelle
BL - Sixties Bell
BL - SynthBell
BL - Tubular 1
BL - Tubular 2

Guitars:
GT - Acoustic 1
GT - Acoustic 2
GT - Acoustic 3
GT - Banjo
GT - Distortion
GT - Electric 1
GT - Electric 2
GT - Electric 3
GT - Electric 4
GT - Palm Muted

Keyboards:
KB - Epiano 1
KB - EPiano 2
KB - Epiano 3
KB - Harpsichord 1
KB - Harpsichord 2
KB - Harpsichord 3
KB - Organ 1
KB - Organ 2
KB - Organ 3
KB - Piano 1
KB - Piano 2

Mallets:
ML - eMarimba
ML - FM ToyPiano
ML - Marimba
ML - ToyPiano 1
ML - ToyPiano 2
ML - Vibe
ML - Xylophone

Misc:
Misc - Accordion
Misc - Harmonica 1
Misc - Harmonica 2
Misc - Harp
Misc - IndianFlute
Misc - Koto

Orchestral:
OR - Brass 1
OR - Brass 2
OR - Chimes
OR - Clarinet
OR - Flute
OR - FrenchHorn
OR - Hit 1
OR - Oboe Low
OR - OrcHit 1
OR - OrcHit 2
OR - OrcHit 3
OR - OrcHit 4
OR - OrcHit 5
OR - OrcHit 6
OR - OrcHit 7
OR - OrcHit 8
OR - Saxophone
OR - Strings 1
OR - Strings 2
OR - Strings 3
OR - Trumpet

Synth:
ST - Atmosphere
ST - BrassSynth
ST - Brassy
ST - Breathy
ST - Bubbling
ST - Calm
ST - Cruise
ST - Doop
ST - Epic
ST - FM Orchestra
ST - Kromy
ST - Magneto
ST - Mode2Mode
ST - OldLead
ST - Ping
ST - Plucky
ST - PolySweep
ST - PolyWave
ST - Pulse Bass
ST - PWM Sync
ST - Resonnance
ST - Rich
ST - Short
ST - ShortNasal
ST - sNawBalls
ST - Strings Abstract
ST - Sweet Noise
ST - SyBell
ST - SynthRing
ST - Turn
ST - WaveSweep

Voices:
VX - Ahhh
VX - Choir
VX - Digital Ah
VX - Digital Oh
VX - Evolutive
VX - Looo
VX - Me High
VX - Me Low
VX - Pee
VX - Sooo
VX - Synth Voice

WaveRunner 2.0/2.3

1 Amplitude

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Amplitude section

» **Velocity > Attack**
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.

» **Velocity Sensitivity**
Adjust the Velocity > Amp sensitivity

2 Filter

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Filter section

» **Cutoff**
Filter cutoff frequency

» **Resonance**
Adjust the resonance (Q) of the Filter

» **Type**
Choose Filter mode; High Pass, Band Pass, or Low Pass

» **Depth**
Modifies the amount of ADSR envelope to be applied to the Filter

» **Velocity Sensitivity**
Adjust the Velocity > Filter sensitivity

3 Pitch

» **Depth**
Sets the Portamento depth in Poly Mode

» **Time**
Sets the Glide time (in both Mono + Poly)

4 Stereo

» **Mode**
Off / Alternate Pan / Unison

» **Color**
Shifts color based on adjacent samples

» **Spread**
Change the stereo width

» **Detune**
UNI Mode Only: detunes layers

5 Sub Oscillator

» **Type/Amount**
Choose Clean or Dirty signal and the amount to be applied

6 Effects

» **Power/Amount**
Choose from Drive, Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

7 Arp On/Off

Toggle the Arpeggiator On/Off

8 Mono Mode

Toggle between Poly/Mono voicing

9 Modwheel

» **Power/Amount**
Easily route your controllers Modwheel to control common parameters

CONTINUED ON NEXT PAGE »»

WaveRunner 2.0/2.3 (continued)

Step Modulator

1 Steps + Resolution

» **Steps**
Change the amount of steps for the sequencer to play

» **Resolution**
Change the sequencers step length

2 Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

3 Sequencer Controls

» **Delay**
Delay time to activate first step

» **Rise**
Time to activate step with a smooth transition

» **Smooth**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

4 Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter

LFO

5 Sync

Enable/Disable LFO sync to Host Tempo

6 Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

7 LFO Controls

» **Speed**
Change the LFO Speed

» **EG Depth**
Adjusts the amount of Attack and Decay to be applied to the LFO

» **Attack**
Attack time for the Speed envelope

» **Decay**
Decay time for the Speed envelope

8 Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

WaveRunner 2.0 - Preset List

Presets

Arp - Chord - Step:
Basic Harpeggio
Eighties Autochord
Mallet Planet
Mr Big Stack
OminouStep
Space Water
Tangerine 2020
Underwater
Wheel Step Pad

Bass:
Bass Line Arp
Brassy Bass
Granular Wheel
Hammond Bass
One Finger Wave
Snoop School
Talking Bass
Terminal Bass
Wheel me Up

Bell - Mallet:
Analog Ones
Bell Mundo
Blue Dream Bells
Calm Olive
Clearillon
Ensemble Bells
First Digital Mallet
Flutotron
Inspiring Bells
More Bell the Life
Music Digital Box
Nasal Bells
Organic Bell
Planet Two Zero
PPVibes
Pretty Bell
Pure Wave Bell
Road Like
Steady Bells
Steel Synth Drums
Sweet Bells
Tubularesk
VibraXylaphonic
Xymbalafon

Hybrid - Complex:
Abstract Solo Pad
Analog Harp
Crush Rising
Jet Lagging
Laupering
Miss Large Stack
More Gomonos
Short Stab
Space Poly
Space Power Harp
Stab Chord
Sweep Stack
Typical G
Wave Running
Wavetable Mod

Keyboards:
Acoustic Cheesy
Beautyboard
Clawave
Deep Keys
Electric Softy
Electronic Piano
Ham Big
Key Bells
Keys Portamento
Little Toy Piano
Loud Low Organ
My Dyno Wave
Organ Ensemble
Organ Whaeel
PerKeys Sweet
PhiliPGordia
Piano Electro
Powering Clavinet
PPorGan
Reso Keys Phasing
Round Keys
Space Chapel
Spinocchio
Stack Piano
Synth Piano Forte
Ultra Click Organ
Warm Cheap Piano
Wavepshichord
Wheelham
Zap Organ

Leads:
Air M I
CorsoLO
Digital Solo Voice
German Gomono
Harmonic Alien
Lead Yanky
More than Analog
Nabilead
Play My Bend
So Funky
Soft Brass Lead
String Solo
Tablead
Vibrations

Pads:
Abstraction
Crystal Pad
Digital Choir
Expressive
Harpsypad
Linear Pad
Lituania Pad
Mellow Synth Voices
Poly Pad
Spacial Bed
Steady Pad
Tyra Dark
Vibrant Ohmage
Voice Machine

Polysynth - Brass:
Brass Attack
Brassonic Wave
Conf Horns
Cordo Brass
Ensembrass
Fat Digital Brass
Mellow Funky
Natural Vib
OB Brass
Original Feeling
Pluck Filter
Poly P Synth G
Poly Phonk
Record Classic
Short Env One
Simple Brassy
Softy Brassy
Supa Poly
Tangerine Horns
Trumpets
Very Soft Brass

Strings - Choir:
Blue Soloist
Chorale Robot
Digital Jarre
Heavy Mod Strings
Key Choirs
Poly Machine
Portadroid
Soft Mod Strings
Soline Art
Space Voices
Synth Slow Quartet
Typical Wave Choir
VP Like Strings

WaveRunner 2.3 - Preset List

Presets

Arp:
Bass Back in Days
Dream Glass Arpeggio
Giorgio Moscito
Piano Arpeggio
Stachords
Tangy Arpy
Wheel Arpy

Bass:
Big Fifth
Classic 80 Bass
Digital Wheel FIlter
Fat Wavetable Bass
Papy G Attidue
Thanks Kenneth
YOU Bass
Zapp Table

Bells and more:
Arti Bells
Beautyful Yes
Churchy
Digital Mallet
Dirty Vox Bell
Discrete Bell
Dyno Bebell
German Fantasia
Glassonix
Mallet Saw
Poly Bells
Pure Bell
Sam Sonic
Smooth Bells
Soft Sensation
Space Christmas
Superbe
Trembells
Wavetable Bell 1
Wavetable Bell 2

Brassy:
Analogic Brass
Brass Table Sweep
Brassteel Drums
Digital Brass
Hybrid Brass
Low Brass
Phat Sax
Plastic Brass
SaxoWaves
Warm Slow Brass

Digital Keys:
A Beautiful One
ExKeylibur
Keys Sta Twa
Mellow Coton
Nasal Keys
Nivea Keys
Power Keys
Pure PG Keys
Round Midnight
Soft Tender
The Last Key
Wavetable Road

Keyboards:
Digital Clav
Dyno GG
Full Organ
Glasscordeon
Grand Digital
HarpsynthChord
Hybrid Organiroad
Jazz Little One
Piano Piano G
Space Harmonium
Sweet RhodOrgan
Synth Caroussel
Tender Waves
Trash Electric Piano
Tutti P Organ
Wursynthzer

Leads:
Digi Funky
Dirty Brass Lead
Fluty Wavy
Fusion Lead
Kosolovo
Little Trumpet
One Dollar Sax
Sad Hollow
Solo on Fire
Solo String Detuned
Whistle Synth

Pads:
Aquarium Flute
Attack Pad
Baurealis
Dark Glassed
Digital Strings
Evoluwaves
French Choirs
Frozen Pad
Glassamento
La Chapelle
Long Island
Mayhem of Pad
Mojave Ambiance
Ominous Digital
One Pad Again
Philadelphia
Poly Pad Step
Side Dark Pad
Slow Rising
Step Dark Voices
Table Sweep
Thanks again K
Typipad
UVIrtuoso
Warm Bed
Wave Rising
YOU Pad
Zebra Sweep
Zenith Ensemble

Polysynth:
Destructured Choir
Funky Short
GuitHarmonix
Malletmania
Origine Brass
Outcasting
Poly Digit
Poly Wave
Soft Guimickal
Soft Phase
True Five
Vintage Poly
Vox Digital 1
Vox Digital 2
Vox Digital 3
Wave Short Stab
Wavetable Stack

Raw Selection:
Danish Choir
Falling Waves
G Full Tines
Glass Brass
Kalimbrass
Kenneth Fantasy
Little Gospel
Melancolie
Metal Road
My Raw Bell
PadPG
PolyPG
Say Wave Low
Talking Waves 1
YOU Tube

WaveRunner Orange

1 Amplitude

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Amplitude section

» **Velocity > Attack**
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.

» **Velocity Sensitivity**
Adjust the Velocity > Amp sensitivity

2 Filter

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Filter section

» **Cutoff**
Filter cutoff frequency

» **Resonance**
Adjust the resonance (Q) of the Filter

» **Type**
Choose Filter mode; High Pass, Band Pass, or Low Pass

» **Depth**
Modifies the amount of ADSR envelope to be applied to the Filter

» **Velocity Sensitivity**
Adjust the Velocity > Filter sensitivity

3 Pitch

» **Depth**
Sets the Portamento depth in Poly Mode

» **Time**
Sets the Glide time (in both Mono + Poly)

4 Stereo

» **Mode**
Off / Alternate Pan

» **Color**
Shifts color based on adjacent samples

» **Spread**
Change the stereo width

5 Sub Oscillator

» **Type/Amount**
Choose Clean or Dirty signal and amount

6 Drive

Adjust the amount of Drive applied

7 Effects

» **Power/Amount**
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

8 Arp On/Off

Toggle the Arpeggiator On/Off

9 Mono Mode

Toggle between Poly/Mono voicing

10 Modwheel

» **Power/Amount**
Easily route your controllers Modwheel to control common parameters

CONTINUED ON NEXT PAGE »»

WaveRunner Orange (continued)

LFO

1 Sync

Enable/Disable LFO sync to Host Tempo

2 Waveforms

Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

3 LFO Controls

» **Speed**
Change the LFO Speed

» **EG Depth**
Adjusts the amount of Attack and Decay to be applied to the LFO

» **Attack**
Attack time for the Speed envelope

» **Decay**
Decay time for the Speed envelope

4 Mod Routing

Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

Step Modulator

5 Steps + Resolution

» **Steps**
Change the amount of steps for the sequencer to play

» **Resolution**
Change the sequencers step length

6 Step Sequencer

Interactive editor for programming sequenced modulations; bar height equals mod amount

7 Sequencer Controls

» **Delay**
Delay time to activate first step

» **Rise**
Time to activate step with a smooth transition

» **Smooth**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

8 Mod Routing

Control the amounts of modulation to be applied to various parameters including; Volume and Filter

WaveRunner Orange - Preset List

Presets

Arp - Chords:
Ascension
Dead or Bass
Lucid Dreams
Multi Usage
Rasputin
Rolling Aura
Step Choirs
Wheel me Up

Bass:
Demeche Pod
Digital Synsations
Eighty Four Bass
Grand Master Bass
JM Fonk
Large Bottom
Levis Bass
Mini MG Orange
Numeribass
Orange Bass
Pulsation
SynXtra Bass
Taurusing
The Cliche
Wobble Antic
XT Sub

Bells and More:
Creamy Bells
Digital Stack 1M5p
Digital Stack 2
Heaven
Mirabel
Space Vibes
Transbell
W Bells

FX - Evolving:
Boomerang Thruster
Bugati Falling
Cow in Space
Formantic
FX Hybrid Bells
Madeline
Pac Mono
Pad Ring Mod
Particules
Prismatic Evolver
Shubaka
Sleep Late
Sync Asset
The Birds
Wave Trooper

Keys:
Analog Harp
Analog Piano
Beauty Ham Choir
ClavXT
Eighty Four Keys
Full Bar
Kitch Keyboard
Little Harpsichord
Short Piano pCorn
Soft Analog Keys
Tape Keys
Tutti Space
Wanna Keys
Wavetable Keys

Leads:
Eighty Four Lead
Lead Bottom
Orange Lead
Seventies
Short Lead
Stabasolo
Sync Lassic
Tape Bass Lead

Pads:
505 Machine
Analog Strings
Choir XT
Classic Sweep
Hypnotic
Interferences
Jean FIlter Jarre
Joy Pad
Lost in Choir
Love you Saw
Macro Choir 1
Macro Choir 2
MelloVox
Omni Science
OrangeMINOUS
Pad of the Loom
Phase All Hasido
Power of Pad
Pro Analog
Prophecy
Slow Dark Brass
Step Evo Sweep
Sun Laboratory
Sweep HP
Vox in a Box
XT Sympony
Zanzi Pad

Polysynth:
Classic Poly
EDM Chord Stab
Georges Brass
Hollow Pluck
Levis Pop Corn
Orange Poly
Pluckmania
Poly Melody
Poly Sync
Poly Tube
Power Stack
Raw Waves
Slow Phasing
Stab Analog
Sub Aquatic
SynthOrdion
Talk Talk Synth
The Source
Zlatanic

WaveRunner X - Edit Page

Main Section

1 Presets

Select a global preset from the pull-down menu or browse them with the Prev/Next arrows

2 Pages

Change the current page by selecting one of the 3 options; Edit, Mod or Arp

3 Layer Globals

» **On/Off Toggle**
Turn layers A and B on or off

» **Volume**
Adjust the Volume of each layer

» **Pan**
Adjust the Pan of each layer

4 Master Gain

Set the Output Gain for the instrument

Basic Controls

5 Edit

» **A | B | AB**
Choose to edit layers A or B seperately or simultaneously

» **Wave Menu**
Choose the wave category in the first row and the wave in the second

6 Pitch

» **Tune**
Adjust the pitch in Semitones/Cents

» **Depth**
Adjust the Portamento depth

» **Time**
Set the Glide time

» **Octave**
Adjust the pitch in Octaves

» **Mono**
Toggle between Mono and Poly voicing

7 Amplifier

» **No Velocity**
Sets all incoming notes to max velocity

» **Velocity > Attack**
Modulates attack amount based on incoming note velocity. Low velocities result in long attacks; high velocities result in short attacks.

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Amplitude section

8 Drive

Change the amount of Drive

CONTINUED ON NEXT PAGE »»

WaveRunner X - Edit Page (continued)

Basic Controls (continued)

9 Stereo

» **Mode**
Off / Alternate Pan / Unison

» **Color**
Shifts color based on adjacent samples

» **Spread**
Change the stereo width

» **Detune**
UNI Mode Only: detunes layers

10 Filter

» **Type**
Choose Filter mode; High Pass, Band Pass, or Low Pass

» **Cutoff**
Filter cutoff frequency

» **Resonance**
Adjust the resonance (Q) of the Filter

» **EG Depth**
Modifies the amount of ADSR envelope to be applied to the Filter

» **Velocity**
Adjust the Velocity > Filter sensitivity

» **ADSR**
Attack / Decay / Sustain / Release envelope for the Filter section

11 Effects

» **Power/Amount**
Choose from Phaser, Delay, Reverb and Ensemble (additional controls available in the Effects page of UVIWS and MF)

12 Modwheel

» **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato, Tremolo and Filter Depth

WaveRunner X - Mod Page

LFO

1 Sync
Enable/Disable LFO sync to Host Tempo

2 Waveforms
Choose LFO waveform; Sine, Triangle, Square or Sample & Hold

3 LFO Controls
» **Speed**
Change the LFO Speed
» **EG Depth**
Adjusts the amount of Attack and Decay to be applied to the LFO
» **Attack**
Attack time for the Speed envelope
» **Decay**
Decay time for the Speed envelope

4 Mod Routing
Control the amounts of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter

Step Modulator

5 Steps + Resolution
» **Steps**
Change the amount of steps for the sequencer to play
» **Resolution**
Change the sequencers step length

6 Step Sequencer
Interactive editor for programming sequenced modulations; bar height equals mod amount

7 Sequencer Controls
» **Delay**
Delay time to activate first step
» **Rise**
Time to activate step with a smooth transition
» **Smooth**
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect

8 Mod Routing
Control the amounts of modulation to be applied to various parameters including; Volume and Filter

WaveRunner X - Arp Page

1 Step Indicator
LED lights up when step is triggered

2 Step Editor
16-step sequencer; affects Velocity

3 Link
When active, step inherets Velocity from the previous step

4 Mono Mode
When active, Arpeggiator A affects both layer A and layer B (whereas when disabled each Arp modifies it's corresponding layer only)

5 Arp On/Off
Toggle the Arpeggiator On/Off

6 Resolution
Change the step length

7 Arp Mode
Select Up, Down, or Up and Down

8 Gate
Change the step length (knob value ranges from zero to the tracks Resolution setting)

9 Arp Steps
Sets the Arpeggiators step length

10 Octave
Set the pitch range of the Arpeggiator in Octaves

WaveRunner X - Preset List

Presets

00-Init

Arpeggios:

AR-Calm Down
AR-Duality
AR-Electro Reggae
AR-Little Digital Dream
AR-Move Your Synth
AR-Multipop
AR-Muse Arp Deco
AR-One Note One Wheel
AR-Perfect G
AR-Stellar Wheel
AR-Wheel Fusion

Bell:

BL-Analogic Bell 1
BL-Analogic Bell 2
BL-Classic Tangerine
BL-Digital Bell 1
BL-Digital Bell 2
BL-Ensembells
BL-Fantasy D
BL-Fragile
BL-Generic
BL-Hi Bells
BL-Morph Wheel
BL-Moving Cycle
BL-OSC Bells
BL-So Pure
BL-Trendy Bell

Brass:

BR-BasiBrass
BR-Digital Horns
BR-Funky Simple
BR-Slow Analog
BR-Trumpets Rising

Bass:

BS-Daft Step
BS-Gimrillex
BS-Hendrix Wheel
BS-Meet the Lion
BS-New Age Layer
BS-Origantal
BS-Play One Note
BS-Repeat On Wheel
BS-Sub Grain
BS-Wheel Xperiment
BS-X Drone
BS-Xtravangaza Dubstep

Chord:

CH-8bit Stew Fly
CH-Bento Box
CH-Digital World
CH-Imaginaire
CH-Little Monster
CH-Saw Siscion
CH-Step and Wheel
CH-Very Wheel
CH-Wave Blader
CH-Wheelvolution

FX:

FX-Jarre Tribute
FX-Mayhem of B
FX-Zomb Bombs

Keyboard:

KB-Analog Clav
KB-Bell Keys
KB-CougOrgan
KB-Dynogital
KB-FargiGsa
KB-Majestic Organ
KB-Mini Wave Keys
KB-Sati Mood
KB-Synth Piano
KB-Synth Road
KB-X Soft Keys

Lead:

LD-Basic One
LD-Dream Poly Solo
LD-Guitar Air HO
LD-Harmolead
LD-Large Margin
LD-Moscito Bass Lead
LD-New Age Polysolo
LD-Scie Musicale
LD-Screamy Police
LD-Seventh Dimension
LD-Slow Solo
LD-Space Pan Flute
LD-Ultra Wet
LD-Very Short One

Pad:

PD-Bi Polaroid
PD-Dark Machine
PD-Geologic
PD-Harmo Pad
PD-Joy Wedding
PD-Mandela Spirit
PD-Mix Solage
PD-Multi Color
PD-No Doubt
PD-Play Long
PD-Port Arp Mentos
PD-Sweep FInal
PD-Teddys Glide
PD-Trance Wheel Me
PD-Trouble Double
PD-Ultra Dark

Polysynth:

PL-Agressive
PL-Creative Stab
PL-Morphession
PL-Pizica Early
PL-Poly Game
PL-Softy Plucky
PL-That Typical
PL-Xtreme Dorrs

UVI Workstation: Tips + Tricks

MIDI Learn

Most UVI Workstation parameters can be automated via. a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn:
1. Right-click the parameter in UVI Workstation that you want to automate
2. After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

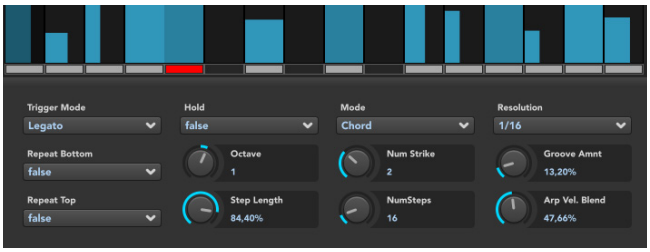
To remove a MIDI controller assignment:
Right-click the desired parameter and press “Delete”

Unlimited FX

UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the “FX” tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

Arpeggiator

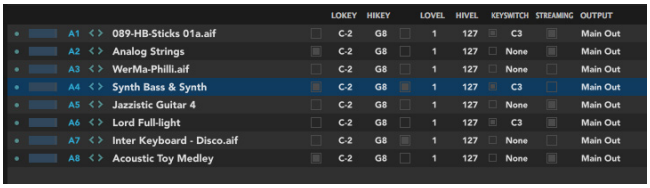


UVI Workstation comes equipped with a robust arpeggiator.To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

Split, Velocity & Key Switch



The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse. When you double-click on any knob or slider, you can manually enter or type in the desired value.

Links

UVI

Home . . . . . uvi.net/

Download UVI Workstation and User Manuals . . . . . uvi.net/downloads

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Tutorial and Demo Videos . . . . . youtube.com/

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Wave Runner

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design
Damien Vallet
Kevin Guilhaumou
Alain J Etchart
Nathaniel Reeves
Kenneth @ Maskinrum Studio

Software + Scripting
Olivier Tristan
Remy Muller

GUI
Nathaniel Reeves

Special Thanks
Michael Garçon
Richard @ RL Music
Manu @ Master Waves
Kenneth @ Maskinrum Studio

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